In the Claims

1   1. (original) A method for write protecting a storage medium of a gaming machine, the

2   storage medium containing critical game data for operating the gaming machine, the storage

3   medium including a data register capable of receiving external data when at least one load

4   condition of the data register is enabled, the method comprising:

5   decoding an address of the storage medium selected by an external device; and

6   if the selected address matches an address of the data register, disabling the load

7   condition of the data register.

1   2. (original) The method of claim 1, wherein the at least one load condition includes a

2   write enable input of the storage medium.

1   3. (original) The method of claim 1, wherein the at least one load condition includes

2   card enable inputs of the storage medium.

1   4. (original) The method of claim 1, wherein the at least one load condition includes a

2   plurality of load conditions such that the data register is capable of receiving the external data

3   when the plurality of load conditions are enabled, and wherein the step of disabling the load

4   condition includes disabling one or more of the plurality of load conditions.

1   5. (original) A method of disabling loading of external data into a data register of a

2   storage medium of a gaming machine, the storage medium containing critical game data for

3   operating the gaming machine, the method comprising:

4   decoding an address of the storage medium selected by an external device; and

5   if the selected address matches an address of the data register, disabling at least one load

6   condition of the data register.

1   6. (original) The method of claim 5, wherein the at least one load condition includes a

2   write enable input of the storage medium.

1   7. (original) The method of claim 5, wherein the at least one load condition includes

2   card enable inputs of the storage medium.

1   8. (original) The method of claim 5, wherein the at least one load condition includes a

2   plurality of load conditions, and wherein the step of disabling the load condition includes

3   disabling one or more of the plurality of load conditions.

1   9. (original) An apparatus for write protecting a storage medium of a gaming machine,

2   the storage medium containing critical game data for operating the gaming machine, the storage

3   medium including a data register capable of receiving external data when at least one load

4   condition of the data register is enabled, the apparatus comprising:

5   means for decoding an address of the storage medium selected by an external device; and

6   means for disabling the load condition of the data register if the selected address matches

7   an address of the data register.

1.   10. (original) The apparatus of claim 9, wherein the at least one load condition includes

2. a write enable input of the storage medium.

1   11. (original) The apparatus of claim 9, wherein the at least one load condition includes

2   card enable inputs of the storage medium.

1   12. (original) The apparatus of claim 9, wherein the at least one load condition includes

2   a plurality of load conditions such that the data register is capable of receiving the external data

3   when the plurality of load conditions are enabled, and wherein the means for disabling the load

4   condition disables one or more of the plurality of load conditions.

1   13. (original) An apparatus for disabling loading of external data into a data register of a

2   storage medium of a gaming machine, the storage medium containing critical game data for

3   operating the gaming machine, the apparatus comprising:

4   means for decoding an address of the storage medium selected by an external device; and

5   means for disabling at least one load condition of the data register if the selected address

6   matches an address of the data register.

1   14. (original) A control system for operating a gaming machine, comprising:

2   a processor;

3   a storage medium for storing game critical data and including a data register capable of

4   receiving external data when at least one load condition of the data register is enabled; and

5   write protection logic for decoding an address of the storage medium selected by an

6   external device and, if the selected address matches an address of the data register, disabling the

7   load condition of the data register.

1   15. (original) The control system of claim 14, wherein the storage medium includes

2   removable flash memory.

1   16. (original) The control system of claim 14, wherein the at least one load condition

2   includes a write enable input of the storage medium.

1   17. (original) The control system of claim 14, wherein the at least one load condition

2   includes card enable inputs of the storage medium.

1   18. (original) The control system of claim 14, wherein the at least one load condition

2   includes a plurality of load conditions such that the data register is capable of receiving the

3   external data when the plurality of load conditions are enabled, and wherein the means for

4   disabling the load condition disables one or more of the plurality of load conditions.